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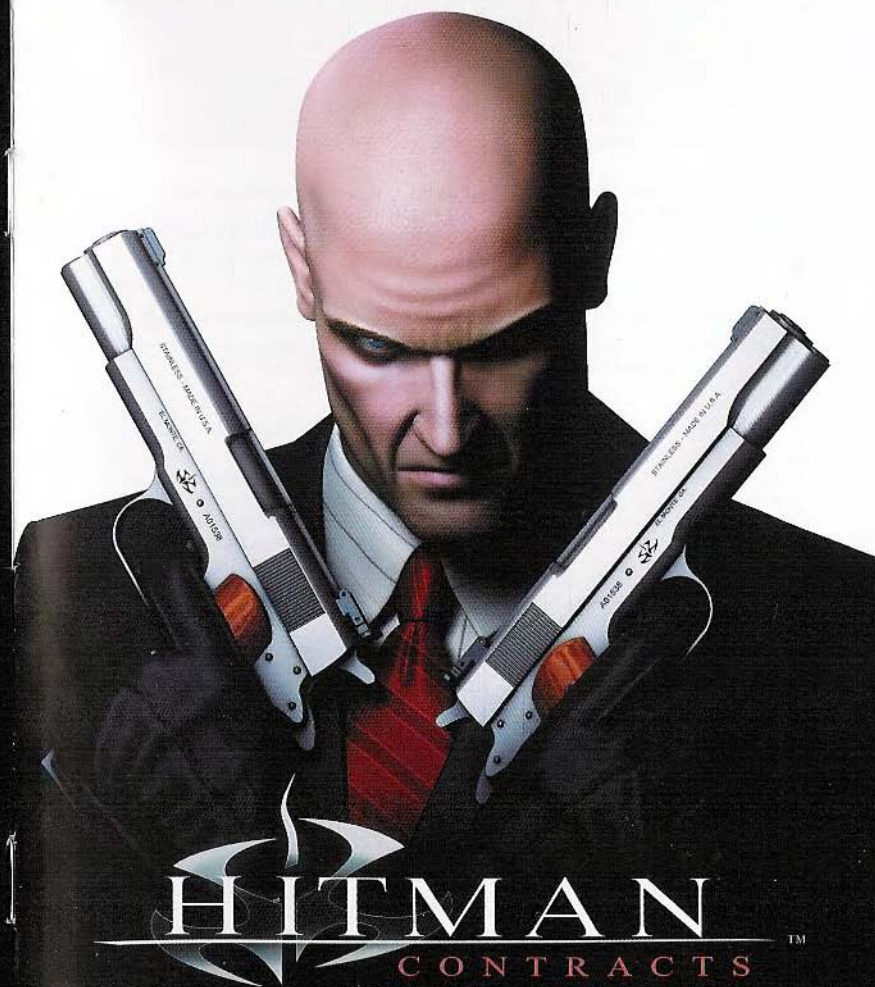
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## SAFETY INFORMATION

### ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a Doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a Doctor before playing.

### OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them.

Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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# CONTENTS



## CONTENTS

USING THE XBOX VIDEO GAME SYSTEM .....	4	INVENTORY SCREEN: .....	13
Menu Controls .....	6	ON SCREEN DISPLAY .....	14
GAMEPLAY CONTROLS .....	6	STATISTICS .....	15
MAIN MENU .....	8	WEAPONRY AND TECHNIQUES .....	16
START .....	8	Disguises .....	16
SELECT DIFFICULTY .....	8	Sneaking .....	16
LOAD .....	9	Close Combat and Silent Kills.....	16
TRAINING .....	9	Pistols and Handguns .....	17
OPTIONS .....	10	Sub-Machine Guns (SMG) .....	17
(1) Graphics Options .....	10	Assault Rifles .....	17
(2) Sound Options .....	10	Shotguns .....	18
(3) Control Setup .....	10	Machine Guns .....	18
CREDITS .....	10	Sniper Rifles .....	18
INGAME MENU .....	11	Binoculars .....	19
• SAVE: .....	11	Map .....	19
• LOAD: .....	11	Night Vision Goggles .....	19
• DELETE SAVE GAMES: .....	12	HINTS AND TIPS .....	19
• OPTIONS: .....	12	CREDITS .....	20
• RESTART MISSION: .....	12	WARRANTY .....	25
• QUIT: .....	12	CUSTOMER SUPPORT .....	26
MISSION BRIEFING .....	12		
WEAPON SELECT SCREEN .....	13		



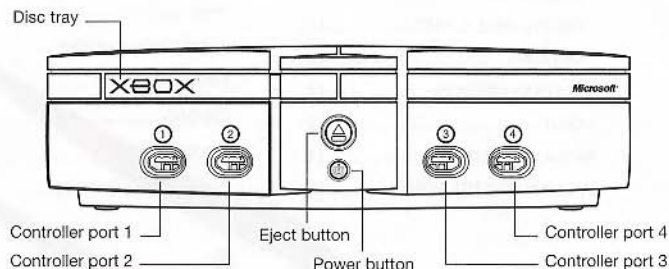
## USING THE XBOX VIDEO GAME SYSTEM

### USING THE XBOX VIDEO GAME SYSTEM

- 1.) Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
- 2.) Press the power button and the status indicator light will light up.
- 3.) Press the eject button and the disc tray will open.
- 4.) Place the Hitman: Contracts disc on the disc tray with the label facing up and close the disc tray.
- 5.) Follow the on-screen instructions and refer to this manual for more information about playing Hitman: Contracts.

### AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

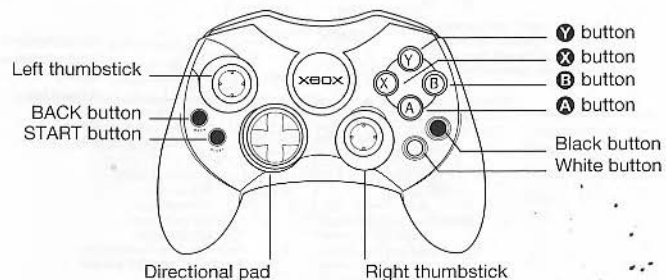
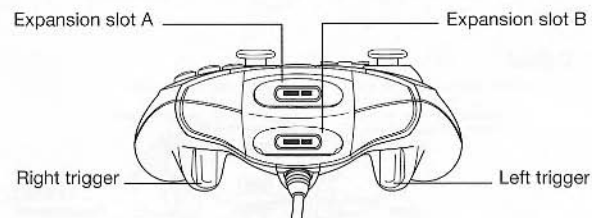


## USING THE XBOX CONTROLLER

### USING THE XBOX CONTROLLER

Insert the Xbox Controller into controller port 1 on the front of the Xbox console. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Hitman: Contracts.





## GAMEPLAY CONTROLS

### Menu Controls

START button - Starts game; Pause/Resume

directional pad - Select menu item

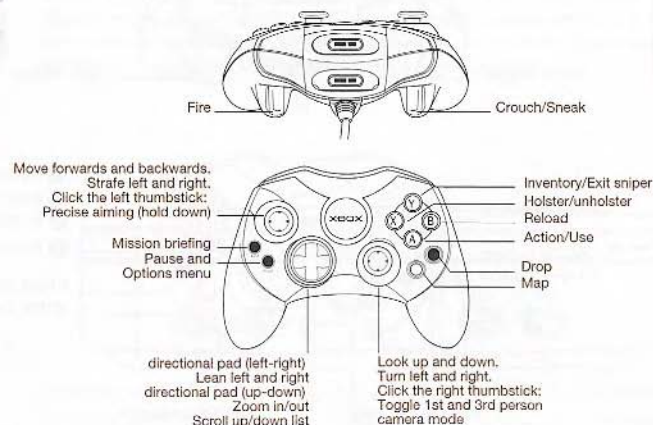
A button - Accept menu selection

B button - Cancel/Return to previous screen

### GAMEPLAY CONTROLS

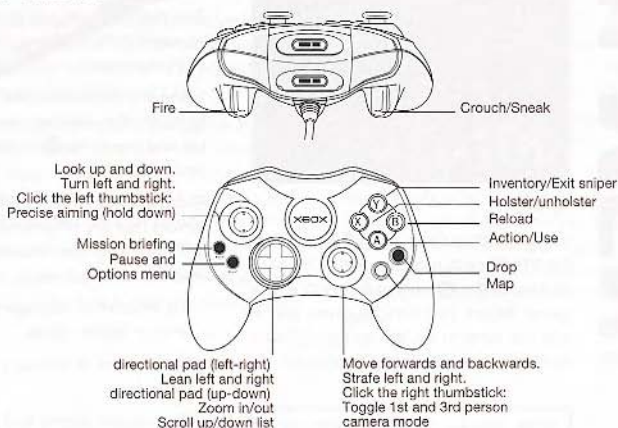
Within Hitman: Contracts there are 3 different control schemes to select from. This selection can be made from the BUTTON CONFIGURATION menu, found within CONTROL SETUP.

#### Default

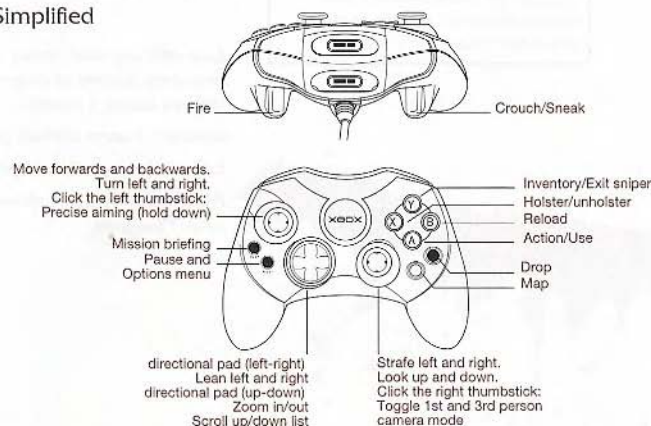


## GAMEPLAY CONTROLS

### Left-Handed

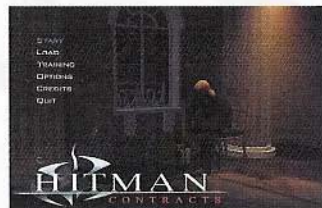


### Simplified





## MAIN MENU



### START

Using the directional pad (↑↓) highlight the **START** option on the **MAIN MENU** and press the **A** button to begin a new game. Before you start your new game you will have to decide on the difficulty level that you would like to play on.

Note. Hitman: Contracts does not support the Xbox Memory Unit. Games are saved directly to the Xbox hard disk.

### SELECT DIFFICULTY

This menu allows you to select the required difficulty level (Normal, Expert or Professional).

Using the directional pad (↑↓) highlight the required option from the list and press the **A** button to start your new game.

There are a number of different factors that are influenced by the difficulty level you choose. Some of these factors include:

- The amount of damage Hitman can receive before dying.
- The amount of accuracy delivered on the map.
- The reaction speed and firing accuracy of guards and targets.

Each difficulty level comes with a permitted number of progress saves allowed during a mission.

Normal - 7 saves allowed per level.

Expert - 2 saves allowed per level.

Professional - 0 saves allowed during a level.



## LOADING AND TRAINING

### LOAD

If you have previously saved your game it is possible for it to be continued from the **LOAD** screen that is accessed through the **MAIN MENU**.

If Hitman: Contracts save game data is found on the Xbox hard disk then a list of progress saves will be displayed. Use the directional pad (↑↓) to highlight the required save game and press the **A** button to load it.

The game will now be restored at the exact point that it was previously saved.

### TRAINING

The training area is designed to allow you to familiarize yourself with the controls and various abilities of Hitman in a non-hostile environment. It is highly recommended that you practice the techniques you will need before commencing your missions.

The training area also serves as a collection area for the weapons that are collected during missions. Each silhouette represents a weapon that can be collected or unlocked within the game.



## OPTIONS

To open the options menu, select **OPTIONS** from the **MAIN MENU**; or press the **START** button to pause during a game and select "OPTIONS" from the menu.

Three sub-menus are available: Graphics, Sound and Controls Options.

### (1) Graphics Options

This menu allows the configuration of graphics and display choices.

- Subtitles: Toggles the display of in-game subtitles.
- Blood and Gore: Toggles the display of blood effects.

### (2) Sound Options

This menu allows the configuration of sound and audio settings:

- Music: Adjust the slider to control the volume of the music.
- Speech: Adjust the slider control the volume of the spoken dialogue.
- Effects: Adjust the slider to control the volume of the in-game sound effects.

### (3) Control Setup

This menu allows the configuration of various control settings:

- Invert up-down aim: Changing the up/down aim option will switch the movement control on the Y axis. If you find yourself looking down at the floor when you want to be looking up then it is suggested you try adjusting this setting.
- Vibration: Toggle the setting to enable and disable the vibration function of the Xbox Controller.
- Horizontal Turn Sensitivity: This slider will adjust the speed with which Hitman turns. In order to turn faster select a higher setting.
- Vertical Turn Sensitivity: This slider will adjust the speed with which Hitman looks up and down. Use a higher setting to make the response faster.
- Button Configuration: Choose between the 3 control schemes that are detailed on page 6-7.

## CREDITS

Select **CREDITS** from the **MAIN MENU** screen in order to display a list of the staff responsible for the making of Hitman: Contracts

## IN-GAME MENU



Note: You can create a maximum of (100) Hitman: Contracts save games on your hard disk.

### • LOAD:

Save games can be resumed from the **LOAD** option in the **MAIN MENU** or the **LOAD** option in the **IN-GAME MENU**.

If Hitman: Contracts save game data is found on the Xbox hard disk then a list of progress saves will be displayed. Use the directional pad (↑↓) to highlight the required save game and press the **A** button to load it.

The game should now be restored at the exact point it was saved.

Press the **START** button at any time during play to pause the game and access the **IN-GAME MENU**. The following options are available from the **IN-GAME MENU**:

### • SAVE:

As you progress through the game you will find yourself in situations where you would like to save your game.

To save a game:

- (1) Press the **START** button to pause the game.
- (2) Select **SAVE** from the menu and press the **A** button.
- (3) Highlight **CREATE NEW** in order to create a new save game or highlight the save game you wish to overwrite and press the **A** button.
- (4) To resume a saved game, follow the steps in **LOAD** below.





## MENU PAUSE

### • DELETE SAVE GAMES:

Save games can be deleted from the DELETE SAVE GAMES option in the IN-GAME MENU. Highlight the required save game for deletion and press the **A** button.

### • OPTIONS:

Highlight this option and press the **A** button to enter the OPTIONS menu. The options available within this level are the same as those found in the MAIN MENU.

### • RESTART MISSION:

To restart the current mission, highlight this option and press the **A** button.

### • QUIT:

Highlight this option and press the **A** button to quit the current game and return to the MAIN MENU.

### • CONTINUE GAME:

Highlight this option and press the **A** button to exit the IN-GAME MENU and resume the current game.

## MISSION BRIEFING



When Hitman receives a mission from Agency then the details are always delivered through the mission briefing screens. All information valid to the mission is stored within this briefing and can be displayed at any point during a mission.

The following information is usually available from the Briefing Screen:

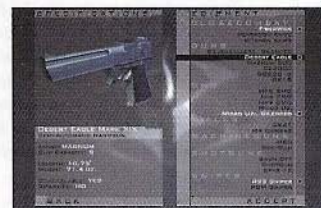
- Target profiles and descriptions.
- Any additional mission objectives.
- Background information on the mission scenario.
- Escape and exit points.

Once an objective has been met then it will be marked off as "completed".



## WEAPON SELECT SCREEN

### WEAPON SELECT SCREEN



Once a mission has been completed successfully it can be replayed with the weapons that have been successfully collected in previous missions. These weapons are selectable from the "WEAPON SELECT SCREEN".

#### (1) Equipment:

A list of the weapons and equipment that can be taken along for the mission ahead. Highlight the required item to equip, and press the **A** button to add it to your inventory.

- When a weapon has been equipped it will be marked with a cross.
- To deselect a weapon select the weapon twice.

#### (2) Specifications:

There the specifications for the weapons are displayed. The information detailed here can include: ammo type, caliber, clip capacity length weight and storage.

#### (3) Weapon Display:

An image of the currently selected item is displayed at the top of the specifications box.

Pressing on the **X** button will confirm your selection and exit this screen.

### INVENTORY SCREEN:



This menu can be displayed at any time during a mission by pressing the **Y** button. This menu allows fast access to the weapons and item inventory. To use an item from the INVENTORY SCREEN highlight the required item using the directional pad **←→** and press the **A** button to equip it. To discard or drop an item, highlight the required item using the directional pad **←→** and press the **B** button.

Detailed information on both weapons and items is displayed at the bottom of the screen.

Note. Some items that are crucial to Hitmans progress can not be dropped or discarded.





## ON SCREEN DISPLAY

### ON SCREEN DISPLAY



#### 1) Health Bar:

Shows Hitman's current health: Every time Hitman sustains damage the bar will decrease. When Hitman's health is very low the bar will turn red.

If the bar dips below 25% capacity it turns red to alert you to Hitman's predicament.

Note. Damage is location based which means a shot to the head is almost certain to kill you while a shot in the arm will not.

#### 2) The Threat Meter:

Displayed next to the Health Bar, the Threat Meter gives an indication of the danger Hitman faces. An increase in movement signifies an increase in danger. The meter can alert you to potential problems such as a failed disguise and Hitman being spotted in restricted access zones.

#### 3) Action List:

This Action List displays a list of context sensitive choices. The complex interactions available within the game environment are all controlled through this menu. Options selected within this list will enable the manipulation of doors, victims, vehicles and items.

If there is only one choice on the list press the **A** button to perform that action. If there are two or more choices then hold down the **A** button and use the directional pad (↑↓) to highlight the option required. The selected action will be performed when the **A** button is released.



## ON SCREEN DISPLAY

#### 4) Weapon Display:

Displayed in the bottom right corner of the screen, the Weapons Display shows a graphical icon of the currently equipped weapon.

#### 5) Ammo Display:

A graphical and numerical display of the current ammo level in both the clip that is held within the weapon and the total bullet count for all remaining clips.

#### 6) Crosshairs:

The crosshair represents the exact point at which Hitman is aiming. The size of the crosshairs indicates the accuracy of any shots fired from the currently equipped weapon.

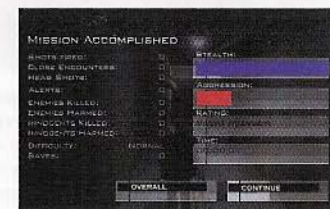
The larger the crosshairs the wider the grouping of any shots fired. When the crosshair turns red Hitman has targeted an enemy and any shots fired should always hit the target.

#### 7) Information Box:

Any useful information and warning will be displayed in this portion of the screen.

### STATISTICS

After a successful hit and the fulfillment of all mission objectives, a ratings screen is displayed to show performance levels. The statistics are presented as a mission overall score and give a breakdown of the stealth and aggression levels used in the mission.



Note. It is possible to earn bonuses by completing missions with high level of professionalism.



## TECHNIQUES

### WEAPONRY AND TECHNIQUES Disguises



Disguises and costume changes can be used to throw off pursuers and gain access to otherwise restricted areas. When wearing a disguise it is important that you perform natural actions for that character. Alert guards and soldiers will notice suspicious behavior and inconsistent weapon usage.

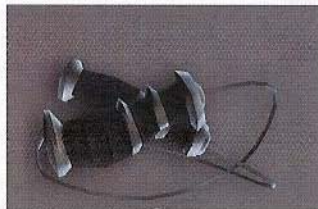
### Sneaking



The ability to successfully sneak through areas undetected is a very important skill to master. When moving in sneak mode Hitman's movement is completely silent. With patience and skill it is possible to sneak through almost any environment

and to creep up behind any enemy. Before entering rooms that could potentially contain a threat it is always worth spying through the keyhole or checking your map for activity.

### Close Combat and Silent Kills



Hitman's most powerful weapons are also the most difficult to master. Close combat weapons allow Hitman to neutralize his targets without raising alarms or creating unwanted noise.

The close combat weapons are at the most effective when used from behind on an unsuspecting enemy. In order to get close enough to use the weapons successfully Hitman must use sneaking techniques. Once in the sweet spot directly behind an enemy the fully charged close combat weapons will deliver a fatal blow.

The close combat weapons can also be used in melee attacks but their effectiveness is much reduced.

## WEAPONS

### Pistols and Handguns



The pistols and handguns offer a wide range of power, capacity, and caliber. Easily concealed and once silenced, the pistol can be one of the most effective tools in Hitman's arsenal. When used akimbo, the pistols can pack a high level of firepower. Clip capacity and accuracy over distance are the main drawbacks for the handgun class.

### Sub-Machine Guns (SMG)



Typically issued to commando forces in the military, the sub-machine guns are small, lightweight and often utilize pistol ammunition. Designed for use in close quarters, SMG's are often inaccurate but

this is more than compensated for by the high rate of fire and maneuverability.

### Assault Rifles



The military designed assault rifles were designed with fire support and combat over distances of up to 300m in mind. The rifle is in its element when used outdoors and over distance. Single shot and burst fire are a necessity if accuracy is to be sustained.





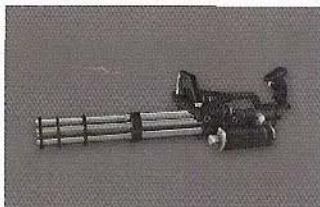
## WEAPONS

### Shotguns



Devastatingly powerful at close range, the shotgun is defined by its characteristics of having a smooth bore and firing 'shot' from an explosive cartridge. Designed for close combat situations the shotgun is mainly used by law enforcement agencies and as a hunting weapon.

### Machine Guns



Fully automatic, low-caliber and capable of rapid fire, the machine gun is designed to provide suppressing cover fire more than aim and accuracy.

### Sniper Rifles



In the hands of trained professional, the sniper rifle is perhaps the most powerful of all projectile weapons. Offering precision and accuracy over long distances, the sniper rifle can be used to eliminate targets from a safe position.

The W2000 Sniper Rifle is Hitman's rifle of choice and comes silenced and is concealable within its own briefcase.

Note. Crouching whilst aiming will improve the accuracy and reduce the movement of the rifle in Hitman's hands.



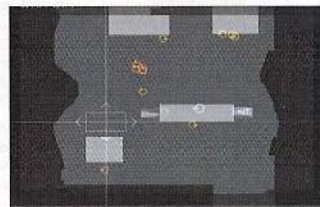
## EQUIPMENT

### Binoculars



Excellent for surveillance and spying on targets from a distance.

### Map



Hitman comes equipped with a map of his surroundings at all times. Planning your route can often prevent unwanted surprises and will often reveal hidden access points.

### Night Vision Goggles



When worn in a dark environment the night vision goggles will amplify the light levels allowing navigation through darkened areas. Normally confined to military use the NVG will draw suspicion if noticed by guards or civilians.

### HINTS AND TIPS

- Proper planning will always increase the chances of making a successful hit. Spend your time on surveillance and try changing your approach if your current plan isn't working.
- High caliber ammunition will penetrate doors and obstacles.
- Sound is a Hitman's friend. The sound of a loud music can often mask the sound of gunshots allowing the usage of firearms to go unnoticed.
- Pay attention to the Threat Meter when accessing areas that are out of bounds.